

Other exciting games in the Firebird 199 Silver range'

CBM 64/128

Booty Cylu Seabase Delta Raging Beast Thrust Caverns of Eriban Collapse Freak Factory Spiky Harold Ninja Master

Amstrad Short's Fuse

Spiky Harold Thrust (available Summer 1986) Harvey Headbanger Star Firebirds

Seabase Delta

Ninia Master Collapse **CBM 16**

Runner

Shark Booty Spiky Harold (available Summer 1986)

Spectrum 48K/+

Booty Short's Fuse Cylu Spiky Harold Seabase Delta The Wild Bunch Helichopper Spike Ninja Master Star Firebirds Buccaneer Gyron Arena Rebelstar Thrust (available Summer 1986)

Atari 800/ 800XL/130XE

Thrust (available (Summer 1986) Collapse (available (Summer 1986) Ninja Master

(available

Autumn 1986)

^{*}Correct at time of printing

HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

- * BADGES
- * STICKERS
- * POSTERS
- * NEWSLETTERS
- ★ AN EXCLUSIVE MEMBERSHIP No.
- ★ YOUR OWN MEMBERSHIP CARD

(Subject to availability)

PLUS...We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.

HARVEY HEADBANGER

@ 1986 R. HUGHES Commodore 64 version by Kevin Moughtin 1986

THE GAME

Harvey Headbanger and his great rival Hamish Highball are both very aggressive characters. They scrap continually just for the fun of it, and using their only weapons; a large belly and a strong head, they try to bounce each other as far away as they can

When you bump into your rival you will both be temporanly BLACKED OUT and during this time you will suffer a severe headache and move in an unpredictable manner. However, you can numb the pain by drinking highly refreshing cocktails which appear occasionally and you should slurp these up as noisily as you can.

LOADING

COMMODORE 64 OWNERS

- Connect the cassette unit to your Commodore according to the User Manual.
- Place the rewound cassette into the cassette unit and press PLAY.
- Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

- Switch OFF your Commodore 128 and switch it back on whilst holding down the COMMODORE key.
- Now follow the instructions for Commodore 64 owners above.

PLAYING THE GAME

HARVEY HEADBANGER is a game for either 1 or 2 players and can be played with either joysticks or the keyboard. Here are the controls you will need to use:

	Player 1	Player 2
	(Joystick Port 1)	Lloystick Port 2)
Keys for up	123456	7890+_E
Keys for down	OWERTY	LIOP@ * A
Keys for left	ADGZC	JL:M>
Keys for right	SFHXV	K:=>/
Other controls that you will find useful are listed below:-		
11 = Restart	SHIFT+	f1 = Change Colours
13=Toggle 1/2 Pta	vers SHIFT+	13=Music On/Off
15 = Change Difficu		f5=Freeze Game
17 = Unfreeze Gam	iė	
Detailed instructions on how to play the game are given within		

the program, and you are advised to study these carefully





WARNING: Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied. transmitted in any form, or by any means, hired, or fent without the express permission of the publisher.

If this program is faulty, or fails to load, please return if to the address below CLEARLY MARKED "RETURNS" and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

Firebird Software, First Floor, 64-76 New Oxford Street, London WCJA 1PS. Firebird and the Firebird logo are registered trademarks of British Telecommunications old.